CCT College Dublin

Assessment Cover Page

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Declaration

The Algomon

For this project, The HTML code given contains the structure of a webpage for a gaming website named Algomon that was created by three friends in order to bring different ideas on this new gaming generation, our focus here is provide our future costumers a new kind of game, adding dynamic content to this website, we were in particularly focusing on showing pictures from the game calling our user's attention on the main page by using our UX and UI (user experience and design), the click counter and digital clock functionalities in order to have a differential idea on the home page, here are the fundamentals of client-side programming involved as requested on our main task.

Structure used for this project

HTML Structure, this HTML provides the layout and content of the webpage which includes such as <header>, <main>, <footer>, <nav>, <section>, and various other HTML tags for organizing and presenting content.

The code was also provided CSS Styling that is used to the HTML elements, defining their appearance, layout and also the design. The CSS file is linked to the applied element that was Index.html as a home page.

Why JavaScript was used on this code?

JavaScript or JS was used for interactivity which means for adding interactivity to the webpage making the user be curious of why that idea is there for, in our case JavaScript was used for two main purposes: Click Counter and Digital clock.

Click Counter: A JavaScript function is defined to increment a counter each time a button is clicked. The current count is displayed dynamically on the webpage.

Digital Clock: Another JavaScript function is defined to update the displayed time dynamically every second. This creates a digital clock showing the current time.

What is an Event listener?

An Event Listener is function in JavaScript that hold for an event happen then reply it. It is used when the specified event occurs for pages interactions. This function has been focusing on creating personalized answers for events such as mouse clicks, keyboard clicks and so on, that works all in real timer.

Dynamic Content Manipulation

We have used the famous Dynamic Content Manipulation on JavaScript that is used to manipulate the content of certain elements dynamically. For example, the click counter value and the current time are updated dynamically on the webpage without requiring a page reload just clicking on the button.

Also, there was a SetInterval Function, the setInterval() function is used to execute a specified function at regular intervals. In this case, it is used to update the digital clock every second by calling the updateClock() function.

By understanding these fundamentals, you can enhance the interactivity and dynamic nature of the Algomon website or any other webpage by incorporating similar client-side programming techniques, and that is how this site was made sharing pictures, sign in/sign up pages, social medias being provided for an easier connection with customers and our people.